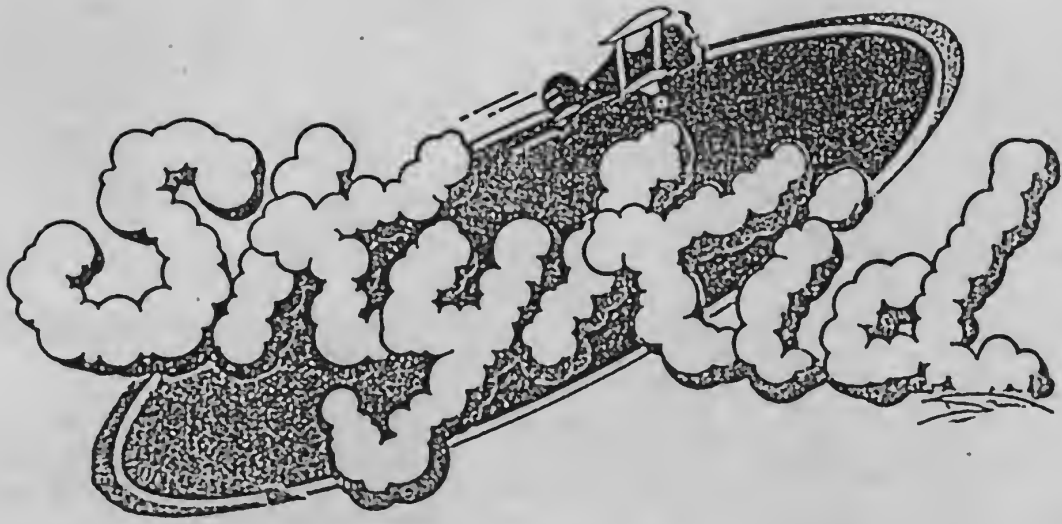


namco



スカイキッド説明書

株式会社 ナムコ

1. SPECIFICATIONS

- | | |
|-------------------|---|
| (1) Game Name | : SKYKID |
| (2) Control lever | : 2 (8-way; one/1p & one/2p) |
| (3) Button Switch | : 1 (Fire Button-Loop Button; one/1p one/2p) |
| (4) PC Board Size | : 292 mm x 310 mm |
| (5) Monitor | : Horizontal Type |

2. CAUTION

- (1) Be sure there are no foreign objects on the PC board. A malfunctioning board may be caused by dust, foreign objects, etc.. Be sure to clean the board regularly.
- (2) Always take the PC board to your dealer for repair. Do not attempt to make any repairs or tests with a volt-ohmmeter or other testing equipment.
- (3) When transporting the PC board, be sure to pack the board with plenty of packing styrofoam or plastic air bags.

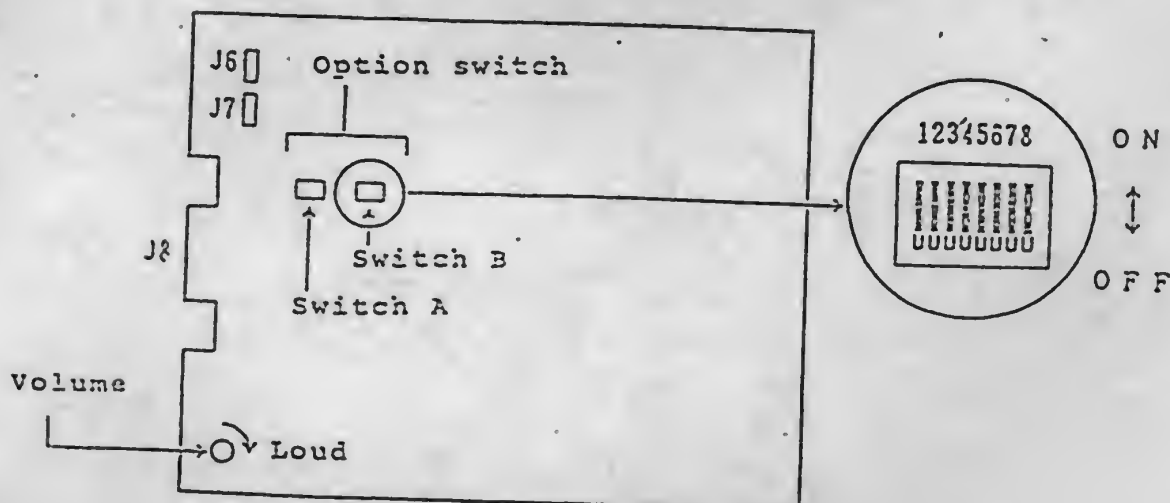
3. PC BOARD

(1) Option Switch

The game fee and attract sound are operator-adjustable. (pg. 5)
To perform the self-test, use the test switch located on Switch "A" No. 1. (pg. 4-5)

(2) Volume

Adjust the game volume accordingly. Do not force the volume dial.



4. HOW TO PLAY

(Game Play)

- Manipulate Skykid (Red Baron; 1P, and Blue Max; 2P) to accomplish the given mission..

(How to Manipulate)

- With one player, only Red Baron can be manipulated. Taking off from the air base attack the enemy by using the machine gun (left button) and loop the loop (right button) and also maneuver around the obstacles on the ground while flying forward.
- By landing safely on the last air base, the player can move onto the next mission.
- The left button is for the machine gun. Pushing the button the machine gun will fire forward, in the direction of the nose of the plane.
- The right button is for loop the loops, including looping up, looping down or this button can be used at the right time so the player can loop behind the enemy to attack. However, if the bomb is picked up during the game, the loop the loop button will change to being the bomb button. When carrying the bomb loop the loops can not be made.
- Use the three types of loop the loops and skillfully attack the enemy! (p.3)

(Game Over)

- If all the Skykids (planes) are lost or the last mission is accomplished then the game is over.

(Bonus Points)

- By picking up the bombs on the way and then destroying the target, bonus points will be awarded after completing the mission. Also the player can get bonus points if more than a certain number of enemies and objects on the ground are destroyed.

(Landing)

- When the "LAND HERE" flashes on the screen, the air base is nearby so land safely! If the player passes through or misses a landing, there will be missed points so be carefull!

(Self-Recovery)

- In the case of either one player or two players, when Skykid is attacked and falls, recovery can be made by pushing the bomb button-loop the loop button quickly while the joystick is pointing upward. However the height and times the button is pushed will determine if recovery can be made.

(For Two Players)

- As for two players, if one plane has fallen and if the other player can hit that fallen plane, then that fallen plane can be recovered.
- As for two players, even when one player gets a miss but still has remaining planes, that player can not join the game right away. But as the game goes on, the indicator will flash '1P READY' or '2P READY' on the screen. After that a plane can depart from the appearing air base and join the game again.

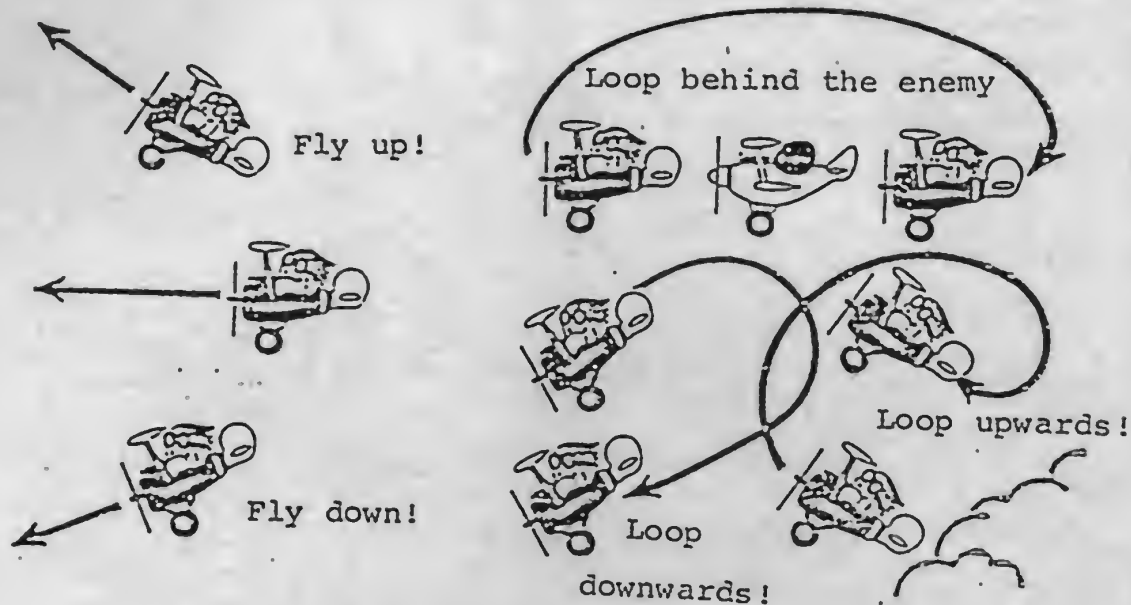
(Continuing Play)

- After the game is over, if the fire button has been pushed within 20 seconds of pushing the start button, the player can start from the mission stage which he left off from in the previous game.

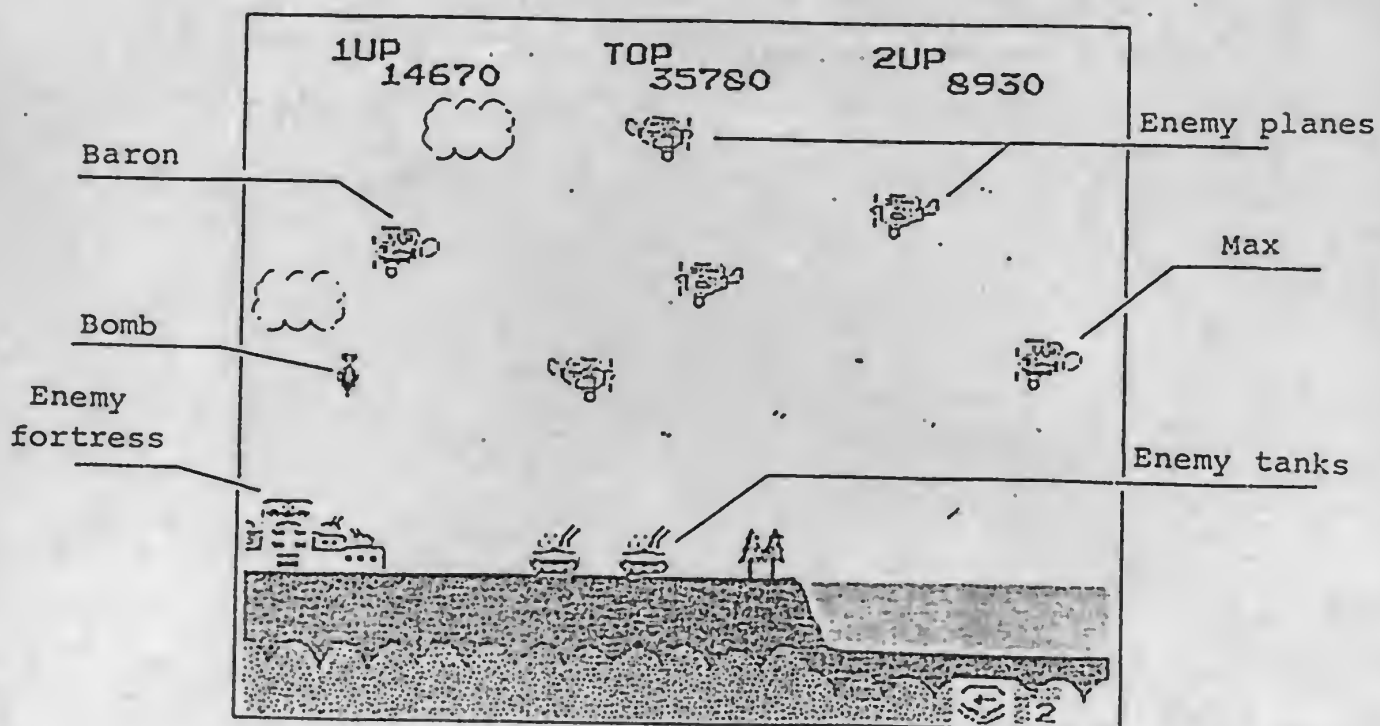
! Please stick the short form of the printed directions on the right hand side of the screen.

Fire in 3 directions!

Make tactical use
of the loop the loops!



Explanation of the screen objects.

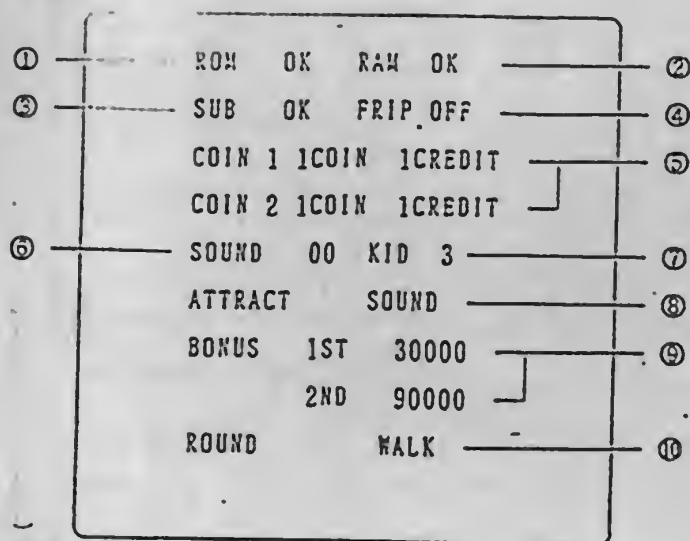


5. ADJUSTMENT

(1) Self-test

The self-test should be performed preferably everyday.
The self-test function can be performed by each test switch provided.

- (a) The test switch is located on "Option Switch A" No. 1.
Turn on the test switch located on the PC board.
The self-test automatically starts. Normally the switch should be in the "off" position. (page 1) The test switch on the cabinet can be used if connected (p6 see PC board connections to cabinet).
- (b) The test will take five seconds to perform, the following
① - ⑩ check points will take place, the following test mode will appear on the screen.



- ① ROM Test; If "OK" appears, then ROM is normal.
- ② RAM Test: If "OK" appears, then the RAM is normal.
- ③ SUB Test; If "OK" appears, the Sub CPU is normal.
- ④ Flip Version; Normally it is turned off, if on, screen will turn over(p5)
- ⑤ Game Fee Indicator; In this case one game for one coin is shown.
- ⑥ Sound Test; Push the control lever front and back, then the number should change and sound should be heard. Push the control lever right and left, or jump button, start and coin switch, then sound should be heard.

- ⑦ Number of planes; 3 planes when shipped.
- ⑧ When "sound" appears, the attract mode music will be heard.
- ⑨ Bonus; One plane added for 1st 30000 points and for over 90000 points.
- ⑩ When "walk" appears, everything is normal.

* Note: ④ ⑤ ⑦ ⑧ ⑨ ⑩ are operator-adjustable. See page 5.

(2) Cross hatch pattern

During the test mode a cross hatch pattern will appear on the screen when the service switch is turned to "on". Pushing once more, it will go back to test mode. Use this pattern for the monitors adjustment.

DIP SWITCH A

*They are always in the "OFF" position during transportation

| | CONTENT | STATUS OF SWITCH | | | | | | | |
|----------------------|---------------------------|------------------|-----|-----|-----------|-----------|-----------|-----|-----|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| TEST | NORMAL TEST MODE | OFF ON | | | | | | | |
| GAME FEE (COIN 1) | 1coin/1 credit | | OFF | OFF | | | | | |
| | 1 " / 2 " | | OFF | ON | | | | | |
| | 2 " / 1 " | | ON | OFF | | | | | |
| | 3 " / 1 " | | ON | ON | | | | | |
| ATTRACT SOUND | SOUND NO SOUND | | | | OFF ON | | | | |
| ROUND PROGRESSION | NORMAL ADVANCE FORWARD | | | | | OFF ON | | | |
| SCREEN HOLD | NORMAL HOLD | | | | | | OFF ON | | |
| GAME FEE (COIN 2) | 1coin/1 credit | | | | | | | OFF | OFF |
| | 1 " / 2 " | | | | | | | OFF | ON |
| | 2 " / 1 " | | | | | | | ON | OFF |
| | 3 " / 1 " | | | | | | | ON | ON |

DIP SWITCH B

| | CONTENT | STATUS OF SWITCH | | | | | | | |
|----------------------|--------------------------------|------------------|-----|-----|-----|---------------|---------------|-----------|-----------|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| | | | | | | always OFF | always OFF | | |
| NUMBER OF KIDS | 3 | OFF | OFF | | | | | | |
| | 1 | OFF | ON | | | | | | |
| | 2 | ON | OFF | | | | | | |
| | 5 | ON | ON | | | | | | |
| EXTENDED POINT | 1st 30000 2nd 90000 | | | OFF | OFF | | | | |
| | 1st 30000 Every 90000 | | | OFF | ON | | | | |
| | 1st 20000 2nd 80000 | | | ON | OFF | | | | |
| | 1st 20000 Every 80000 | | | ON | ON | | | | |
| GAME CONTINUTY | TO BE CONTINUED NOT TO BE " | | | | | | | OFF ON | |
| FLIP | NORMAL SCREEN ROLL OVER | | | | | | | | OFF ON |

J6. 6P Plug Housing
(Socket Contact)

| | | |
|---|-------|-------|
| 1 | Video | RED |
| 2 | Video | GREEN |
| 3 | Video | BLUE |
| 4 | Video | SYNC |
| 5 | Video | GND |
| 6 | | |

Housing 1-480704-0
Contact 350689-1 AMP

J7. 3P Plug Housing
(Socket Contact)

| | | |
|---|--------|-----|
| 1 | + 12 V | 1 A |
| 2 | GND | |
| 3 | + 5 V | 3 A |

Housing 1-480700-0
Contact 350689-1 AMP

J8. 44P Edge Connector (In between E-F)
225J-22221-488-DDK (3.96mm pitch)

| PARTS MOUNTED SIDE | | SOLDERED SIDE | |
|--------------------|---|---------------|--------------------|
| GND | A | 1 | GND |
| Speaker (+) | B | 2 | Speaker (-) |
| Lockout Solenoid | C | 3 | Coin Counter 1 |
| 1 P Start Lamp | D | 4 | 2 P Start Lamp |
| + 12 V | E | 5 | + 12 V |
| + 5 V | F | 6 | + 5 V |
| GND | H | 7 | GND |
| Service SW | J | 8 | Test SW |
| Coin 1 SW | K | 9 | Coin 2 SW |
| 1 P Start SW | L | 10 | 2 P Start SW |
| P 1 Bomb button SW | M | 11 | P 2 Bomb button SW |
| P 1 left SW | N | 12 | P 2 Left SW |
| P 1 Down SW | P | 13 | P 2 Down SW |
| P 1 Right SW | R | 14 | P 2 Right SW |
| P 1 Up SW | S | 15 | P 2 Up SW |
| | T | 16 | |
| | U | 17 | |
| | V | 18 | |
| P 1 Loop SW | W | 19 | P 2 Loop SW |
| | X | 20 | |
| P 1 Coin Counter 2 | Y | 21 | Table GND * |
| GND | Z | 22 | GND |

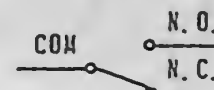
Nothing should be connected at connector part in blank.

The power supply for the lockout solenoid and the coin counter is +12V.

The power supply for the start lamp is +5V.

Connector each switch with N.O. terminal.

Connect GND with COM terminal



* TABLE GND
For the table type the GND should be connected.

S K Y K I D

SKY KID

1 2 3 4 5 6 7 8

DIP SW (A)

NORMAL

OFF

TEST MODE

ON

GAME CHARGE (COIN 1)

1coin 1credit

OFF

1coin 2credits

OFF

2coins 1credit

ON

3coins 1credit

ON

ATTRACT SOUND

OFF

NO SOUND

ON

NORMAL

OFF

SCREEN ADVANCE

ON

NORMAL

OFF

SCREEN STOP

ON

GAME CHARGE (COIN 2)

1coin 1credit

OFF

1coin 2credits

OFF

2coins 1credit

ON

3coins 1credit

ON

DIP SW (B)

1

2

3

4

5

6

7

8

NUMBER OF KID

3

OFF

OFF

ON

ON

ON

ON

ON

ON

ALWAYS "OFF"

ALWAYS "OFF"

EXTEND BOUNUS

1ST30,000 2ND90,000

OFF

1ST30,000 EVERY90,000

OFF

1ST20,000 2ND80,000

ON

1ST20,000 EVERY80,000

ON

PLAYING CONTINUE

OFF

NOT CONTINUE

ON

SCREEN REVERSE

ON

SCREEN NORMAL

OFF

1 TV RED

2 TV GREEN

3 TV BLUE

4 TV SYNC

5 TV GND

6

+12V 1A

GND

+5V 3A

1

2

3

Solder Side

GND

SPEAKER

COIN COUNTER 1

2P START LUMP

+12V

+5V

GND

TEST

COIN 2

2P START

2P SWORD

2P LEFT

2P DOWN

2P RIGHT

2P UP

Parts Side

GND

SPEAKER

LOCKOUT SOLENOID

1P START

+12V

+5V

GND

SERVICE

COIN 1

1P START

1P SWORD

1P LEFT

1P DOWN

1P RIGHT

1P UP

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

1P FIRE

COIN COUNTER 2

GND

2P FIRE

TABLE GND

GND